

WILL of STEEL™

GAME MANUAL

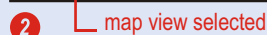


THIS GAME WILL BE ENJOYABLE ON ALL OF THE MINIMUM SPECIFICATION HARDWARE LISTED, BUT WE HAVE WORKED WITH NVIDIA IN AN EFFORT TO PROVIDE THE BEST OUT-OF-BOX EXPERIENCE POSSIBLE ON NVIDIA HARDWARE.

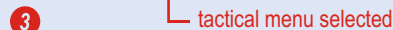
GAME MANUAL



Command menu contains shortcuts for direct orders. There are some basic (move, stop, attack, guard) and special commands (e.g. heal, repair, plant explosive, enter vehicle, exit vehicle, demine, plant time or radio explosive, deploy, switch weapons, throw grenade). Special commands may vary from unit to unit, and also depends on the unit's class too (e.g. postures).



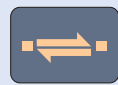
Only the lighted icons in Command Menu are active.
Only the options that apply to the selected units are displayed.
If more than one unit is selected, only shared commands can be issued (i.e. only those options that apply to all selected units).



COMMAND MENU OPTIONS

-  **Move**
Orders the movement of units. How to use: Left mouse button on icon then right mouse button on desired terrain location. Alternatively, left mouse button on icon then right mouse button on desired location on the Mini map
-  **Stop**
Halts the execution of the last command issued.
How to use: Left mouse button on icon
-  **Attack**
Orders units to proceed with attack
How to use: Left mouse button on icon, then right button on desired object.
-  **Guard**
This option has dual purposes. It can be used to follow enemy units or for patrolling.
All player's units have this option.
How to use: Left mouse button on icon, then right button on desired unit or terrain for patrolling.
-  **Heal**
Activates medical help to selected infantry units.
Only "Marine Medic" and "Delta Force" have this option.
How to use: Left mouse button on icon, then right button on desired player's unit
-  **Enter**
Orders selected infantry units to board transportation vehicles.
Only vehicles with transportation capability can be boarded.
How to use: Left mouse button on icon, then right button on desired player's vehicle
-  **Exit**
Orders the selected infantry units out of vehicle.
Only available when unit(s) are in vehicle. To unload all units at once use option - "Deploy".
How to use: Left mouse button on icon, then right button on desired player's infantry unit
-  **Repair/Capture**
Repairs player's vehicle(s) or captures enemy vehicles. Only "Marine Engineer" units have this option. Only enemy vehicles without crew can be captured.
How to use: Left mouse button on icon, then right button on desired vehicle
-  **Hand Grenade**
Applies only to infantry units capable of throwing hand grenades.
How to use: Left mouse button on icon, then right button on terrain location.
-  **De-mine**
Only "Marine Engineer" and "Ranger" units have this option to locate and disable hidden anti-infantry and anti-armor mines.
How to use: Left mouse button on icon, then right button on mine
-  **Radio bomb**
Allows planting C4 with remote trigger. Only "Marine Engineer" and "Seal" units have this option.
How to use: Left mouse button on icon, then right button on desired terrain location.
Second click on icon activates bomb.
-  **Time Bomb**
Allows planting C4 explosive with timed detonation. The time delay detonation is always 30 seconds.
Only "Marine Engineer" and "Seal" units have this option.
How to use: Left mouse button on icon, then right button on desired terrain location.
-  **Deploy**
Orders all infantry units out of vehicles. Applies to transport vehicles.
To unload individual units use option - "Exit".
How to use: Left mouse button on icon
-  **Switch Weapon**
Applies to infantry only. Switches between available weapons.
How to use: Left mouse button on icon

TACTICAL MENU OPTIONS

-  **Fire At Will**
Selecting this mode allows units to open fire as soon as enemy is in range
-  **Return Fire**
In this mode, units return fire only when attacked and if enemy is in range
-  **Hold Fire**
Units will not return enemy fire
-  **Strict Movement**
Units strictly follow ordered movement even when under attack. Repair, de-mine, and automatic healing options are not active in this mode.
-  **Loose Movement**
Units have a degree of freedom. When enemy is in range, units will attack or tactically retreat on their own depending on weapons+ "Fire" mode. Repair, de-mine and automatic healing options are active in this mode.
-  **Line Formation**
How to use: Select unit, set camera in desired direction, left mouse button on icon
-  **Vee Formation**
How to use: Select unit, set camera in desired direction, left mouse button on icon
-  **Column Formation**
How to use: Select unit, set camera in desired direction, left mouse button on icon
-  **Triangle Formation**
How to use: Select unit, set camera in desired direction, left mouse button on icon
-  **Circle Formation**
How to use: Select unit, set camera in desired direction, left mouse button on icon
-  **Stand**
Applies to infantry only.
Puts infantry in the standing position
How to use: Left mouse button on icon
-  **Kneel**
Applies to infantry only.
Puts infantry in the kneeling position.
How to use: Left mouse button on icon
-  **Lay**
Applies to infantry only.
Puts infantry in the prone position.
How to use: Left mouse button on icon

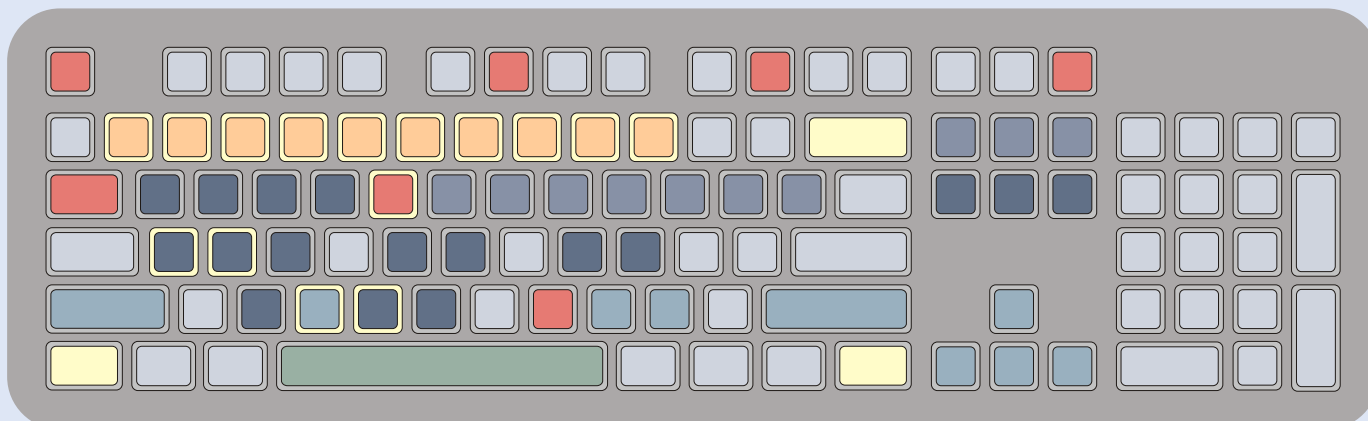
Issued commands always, and only, apply to units with icons shown in the middle section of the Game Graphical User Interface (in the selection box on the bottom of the screen).

SPECIAL OPTIONS

-  **Satellite Reconnaissance**
Reveals for 1min the selected part of terrain.
How to use: Left mouse button on icon, then left button on the desired terrain location.
-  **Air Strike**
Initiates aerial carpet-bombing of the selected area. Medium destructive power with wide radius of effectiveness. Medium response time.
How to use: Left mouse button on icon, then left mouse button on the desired terrain location.
-  **Long range missile**
Activates cruise missile. Great destructive power with wide radius. Slower response time.
How to use: Left mouse button on icon, then left button on the desired terrain area
-  **Reinforcement**
Calls for additional armored group. Consists of one main battle tank, two armored transporters and one anti-aircraft (AA) vehicle. Units are deployed near your primary position. Medium response time.
How to use: Left mouse button on icon.
-  **Intelligence Activity**
Reveals for 1min all enemy units and mines on the Mini map
How to use: Left mouse button on icon
-  **Artillery Support**
Provides long range artillery shelling. Medium destructive power with wide radius. Fast response time.
How to use: Left mouse button on icon, then left button on the desired terrain location
-  **Laser Guided Bomb**
Delivered from an aircraft. Great destructive power with narrow radius. Most effective for precision strikes. Medium response time.
How to use: Left mouse button on icon, then left button on the desired terrain location
-  **Special Forces**
Brings extra muscle where needed. Two SEAL and two Delta operators parachute from a helicopter near your primary position. Medium response time.
How to use: Left mouse button on icon.

KEYBOARD SHORTCUTS

Note: Keyboard shown below is "qwerty" type with 104 keys. It demonstrates how to use the keys to issue commands for that particular keyboard type only. Your keyboard may be of a different type.



How to use: Press the key corresponding to command you wish to execute These commands are also available on the GUI and as voice commands.

COMMAND MENU SHORTCUTS

Game command	Keyboard shortcut
stop	S
attack	A
guard	G
heal	H
enter	E
exit	X
repair/capture	R
hand grenade	B
de-mine	D
radio bomb	K
time bomb	L
deploy	Q
switch weapons	W
stand	DELETE
kneel	END
lay	PAGE DOWN

TACTICAL MENU SHORTCUTS

fire at will	INSERT
return fire	HOME
hold fire	PAGE UP
strict movement	Y
loose movement	U
line formation	I
vee formation	O
column formation	P
triangle formation	[
circle formation	]

CAMERA CONTROL SHORTCUTS

camera pan up	cursor up
camera pan down	cursor down
camera pan left	cursor left
camera pan right	cursor right
camera rotation left	,
camera rotation right	.
camera fixed rotation	SHIFT+ middle MB
center camera	C

SELECTION SHORTCUTS

Game command	Keyboard shortcut
make group 1	CTRL + 1
make group 2	CTRL + 2
make group 3	CTRL + 3
make group 4	CTRL + 4
make group 5	CTRL + 5
make group 6	CTRL + 6
make group 7	CTRL + 7
make group 8	CTRL + 8
make group 9	CTRL + 9
make group 10	CTRL + 0
select group 1	1
select group 2	2
select group 3	3
select group 4	4
select group 5	5
select group 6	6
select group 7	7
select group 8	8
select group 9	9
select group 10	0
select all units	CTRL + A
go to previous selection	BACKSPACE
select soldiers	CTRL + S
select vehicles	CTRL + V
select tanks	CTRL + T
select helicopters	CTRL + C

SPECIAL COMMANDS SHORTCUTS

menu	ESC
mission objectives	TAB
hide/show GUI	F 6
screenshot	F 10
pause game	PAUSE/BREAK
mini map	M
tactical	T

VOICE COMMAND SHORTCUT

voice command confirmation	SPACE
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Voice Commands overview

How to Use the Voice Control: Issue a command in natural voice, it will display in the upper left screen corner, press the space bar to confirm/execute it. Recognized commands appear as green or white colored text. Available commands are displayed in green, and can be immediately executed. Commands displayed in white are not available at that particular moment. If necessary, repeat the command until correctly recognized, press the space bar to execute it.

Voice Recognition Control

For best voice recognition results, please use a headset. Certain and/or older Windows operating systems (OS) might not fully support this feature. Availability of this feature may be affected by the configuration and/or general settings of your computer

SELECTION BY UNIT TYPES	subject	voice command	alternative voice command
USMC Rifleman	Rifleman		
USMC Machinegunner	Machinegunner	Gunner	
USMC Sniper	Sniper		
USMC AT	Anti-tank	Rocketeer	
USMC Medic	Medic		
USMC Engineer	Engineer	Sapper	
Ranger	Ranger		
Delta Force	Delta Force		
SEAL	Seal		
FAV	Fav		
M-998 HMMWV	Humvee		
M-113 Gavin	Gavin		
M-163 Vulcan	Vulcan		
M-113 Ambulance	Ambulance		
M-579 Fitter	Fitter		
M-113 ADATS	Adats		
LVTP-7 A1 Amtrac	Amtrac		
M-60 A3 Patton	Patton		
LAV-25 Piranha	Piranha		
M-551 A1 Sheridan	Sheridan		
M-2 A3 Bradley	Bradley		
M-1 A2 Abrams	Abrams		
M-35 A2 Deuce	Deuce	Truck	
CH-47D Chinook	Chinook		
AH-6J Cayuse	Cayuse		
AH 64 Apache	Apache		
SELECTION BY UNIT CLASS			
Soldiers	Marine	Soldiers	
Recon	Recon		
Transporters	Transporter	APC	
Tanks	Tank	Armor	
Helicopters	Chopper	Helicopter	
Select all units	Select all		
Deselect unit(s)	Deselect		
SELECTION BY TEAM			
Team Alpha	Team/Group Alpha or Alpha	(Team/Group) One	
Team Bravo	Bravo	Two	
Team Charlie	Charlie	Three	
Team Delta	Delta	Four	
Team Echo	Echo	Five	
Team Foxtrot	Foxtrot	Six	
Team Golf	Golf	Seven	
Team Hotel	Hotel	Eight	
Team India	India	Nine	
Team Juliet	Juliet	Ten	
TEAM OPTIONS			
Create Team	Create Alpha-Juliet	Create Group 1-10	
Disband Team	Disband Alpha-Juliet	Disband Group 1-10	



Voice Commands overview

● **GAME OPTIONS** subject voice command alternative voice command

Pause	Game Pause	Pause (Game)
Exit	Game Exit	Exit Game

● **UNIT COMMANDS**

Move	Move	Go
Stop	Stop	Halt
Attack	Attack	Engage
Guard	Guard	Secure
Enter	Enter	
Exit	Exit	
Deploy	Deploy	Evacuate
Heal	Heal	
Repair/Capture	Repair	Capture
Stand	Stand	Stand up
Kneel	Kneel	
Lay	Lay	Lay down
Plant time explosive	Plant Time Explosive	
Plant radio explosive	Plant Radio Explosive	
Detonate explosive	Detonate	
Throw grenade	Throw Grenade	
Demine	Demine	
Switch weapon	Switch Weapon	

● **TACTICAL COMMANDS**

Fire At Will	Fire At Will	
Return Fire	Return Fire	
Hold Fire	Hold Fire	
Strict movement	Strict Movement	
Loose movement	Loose Movement	
Line formation	Line Formation	
Column formation	Column Formation	
Circle formation	Circle Formation	
Vee formation	Vee Formation	
Triangle formation	Triangle Formation	

● **SPECIAL OPTIONS**

Air Strike	Air Strike	
Artillery Support	Artillery Support	
Laser Guided Bomb	Laser Bomb	
Long Range Missile	Long Range Missile	
Reinforcement	Reinforcement	
Special Forces	Special Force	
Satellite Reconnaissance	Satellite Reconnaissance	
Intelligence Info	Intelligence	

● **GUI COMMANDS**

Mini map	Mini map	Map
Tactical menu	Tactical menu	Tactical
GUI On	Menu Show	Menu
GUI Off	Menu Hide	Menu

● **CAMERA COMMANDS**

Pan Camera Left	Camera Pan Left	Pan Left
Pan Camera Up	Camera Pan Up	Pan Up
Pan Camera Right	Camera Pan Right	Pan Right
Pan Camera Down	Camera Pan Down	Pan Down
Unzoom Camera	Camera Zoom Out	Zoom Out
Zoom Camera	Camera Zoom In	Zoom In
Center Camera on Unit	Camera Center Unit	Center Unit
Rotate Camera Left	Camera Rotate Left	Rotate Left
Rotate Camera Right	Camera Rotate Right	Rotate Right
Stop Camera	Camera Stop	Stop Camera

